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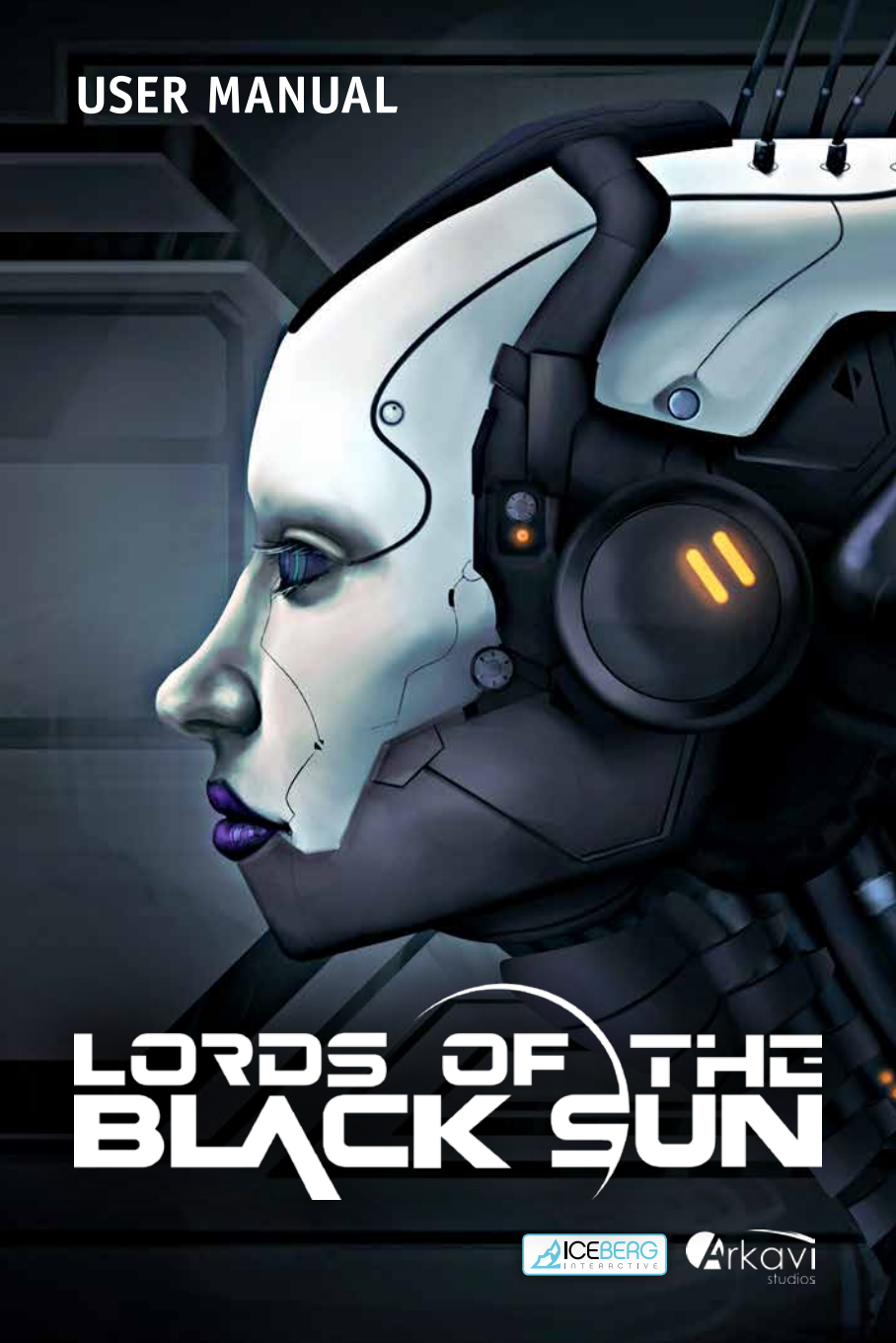

LORDS OF THE BLACK SUN

ICEBERG INTERACTIVE

Arkavi studios

EPILEPSY WARNING

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Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:
- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

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1.INTRODUCTION AND OVERVIEW

Lords of the Black Sun is an epic, complex, dense, turn-based 4X PC strategy game, set in deep space.

Take command of one race to join the struggle for supremacy in the galaxy. As the leader of your empire you are tasked with exploring the stars, colonizing new worlds, managing your empire and conquering whoever dares to oppose you.

The galaxy is full of secrets and dangers: Discover ancient ruins and artifacts, repel or befriend pirates, promote a general to guide your fleets to victory. Concoct complex plots with your allies or use your intelligence services to uncover weak spots on that threatening empire whose leader has vowed to destroy you.

Make sure to keep your population happy or be prepared to face protests against your rule, or in a worst case scenario, rebel factions within your empire.

Only the mightiest rulers can prevail in the depths of space. Are you up to the task of becoming a Lord of the Black Sun?

2. LORDS OF THE BLACK SUN LORE

CHAPTER I – THE TERRAN STORY

It's the year 2231. After decades of political tensions and economic instability, Humanity was about to learn the meaning of the word "panic". Astronomers all over the world started to notice a unique phenomenon in the sun, and terrified, they acknowledged their respective governments the sun was dying out and that all life would be impossible on Earth in less than a century.

To avoid widespread panic, the world's most prominent leaders decided they would not disclose the full destructive nature of the phenomenon and instead announced the temperatures would go up due to intense solar explosions. In the meantime they expected to learn more about what was going on and find a solution if the danger was real.

However, during an investigation on the subject, a journalist managed to find one of the astronomers who first discovered what was going on with the sun, locked up in an asylum. He revealed everything and gave him his investigation reports and photos, which then ended up in the cover of several well known newspapers. The news echoed in the whole world and the ensuing debate over whether or not the problem was real was followed by several other investigations, making the truth too obvious for the governments to deny.

As they announced the phenomenon and its consequences, panic and violent riots took care of the streets with most governments unable to contain their own people. As the years went on, the incredibly high temperatures had completely wiped out the population in certain areas of the planet and the slow research only made it look like Humanity's fate was doomed.

In 2315, Earth received an unexpected visit. As huge spaceships unlike anything ever seen landed in Iceland, humanity had just made contact with an extra terrestrial race for the first time. They looked far more advanced and given the chaotic state of the planet they could probably cause quite some damage but thankfully, not only they seemed well intentioned, they could also communicate in any language, making communication very easy.

As they explained, they are the few remaining individuals of a dieing civilization called the Osians, after Osia, the solar system they are from. They wander around several galaxies in different dimensions, sometimes stopping by when they feel they are not threatened, but rarely making contact with other races. They tried to contact with humans before, warning the Mayans, Aztecs and ancient Egyptians from the sun phenomena, but as these civilizations fell, their teachings were mostly lost.

The Osians said they would have to abandon Earth in other to survive, and found a planet with very similar traits in another dimension in one of their travels, a planet that could serve as Humanity's new home.

They worked with human scientists, offering their technology to create a wormhole that could transport massive amounts of population to that dimension, saving the human race from extinction.

Finally, in the year 2317, as the human population was down to only a fraction of what it was a century ago due to the planet's unbearable high temperatures, the operation nicknamed "The Grand Voyage" was finally ready to be executed. The Osians decided to leave and keep travelling among the stars, in the hope that humans and their recently departed saviors would meet again someday.

In the meantime, the remnants of the population were safely transported to the newly baptized planet of Terra, named as homage to their soon to be fallen home, ready to start anew but with their past mistakes in mind and with a new technological boost offered by Osian technology.

After years of rebuilding an entire civilization, the Terrans started to prosper and soon they would look beyond the stars.

CHAPTER 2– THE DRAAKIAN STORY

The Draakians are an anciant race hailing from the desert like planet of Draakian. They originated from a lizard like race and slowly evolved during millions of years to become intelligent but somewhat reclusive beings due to their nature, but also because their past left them many scars.

While still little more than primitives, the Arka'avi arrived at their home planet and devastated large portions of their population in a short war that ended with the few survivors hiding in the mountains.

The reasons for the invasion are unknown but it's widely spread that they were looking for something specific as the planet was otherwise worthless to them and after a few years they simply left and never returned.

The surviving Draakians rebuilt their young civilization but more reclusive than ever and swore to one day avenge their fallen fathers.

As the millennia passed the Draakian slowly became stronger, more agile and especially more intelligent beings, with the legends of their ancestors unfair battle against the mighty Arka'avi still being very much part of their folklore.

What was originally a society of desert scavengers, small time merchants, swindlers and thieves quick developed into adept traders and extremely talented spies though never really recovering their reputation as double faced individuals.

CHAPTER 3– THE ARKONOSS STORY

The Arkonoss are an anciant and enigmatic race known for their closed nature as well as their dark, mystical powers and incredible intelligence.

Arkonoss legends tell that they co existed with the Arka'avi at the same time as twin races, rivals but dependant on each other.

The legends portray the Arkonoss has being seen as outcasts and feeling rather envy of them, especially as the Arka'avi progressed to become the rulers of the galaxy.

At one point, suspecting the Arkonoss were about to betray them, the Arka'avi cast them to Arkon, a planet known for its dark surface and it's light-absorbing atmosphere. The new planet fitted their way of life perfectly and they settled in quickly.

When the Arka'avi disappeared never to be seen again, the Arkonoss slowly started to plot taking their place as the new emperors of the Universe and maybe one day reencounter their old rivals and have their revenge.

CHAPTER 4- THE ATROXIAN STORY

The Atroxians are and always were a war driven, trigger happy but surprisingly talkative race.

They come from the volcanic planet of Atrox, a planet ravaged by craters because of the many wars they waged between themselves as well as whoever dared stepping in their home. Despite not being the brightest individuals they are proud warriors, and what they lack in tactic knowledge they make up with almost suicidal courage and will.

However, they did know once the meaning of the word "fear";

A huge vessel belonging to the Arka'avi crashed at the top of the biggest mountain on Atrox. Surprised and at the same time in awe, a small group of atroxians went there to investigate and found the vessel apparently empty except for a small and thin humanoid creature who was imprisoned inside.

The creature looked so defenseless the atroxians took it with them and adopted it as one of them. As the years passed the creature became increasingly big and strong, becoming a frightening warrior.

In one of their many battles between Atroxian clans, he was mortally wounded. Admired by his enemies, he brought all the clans together in his funeral festivities, for once uniting the entire Atroxian civilization. Realizing their enemies feared them much more together than scattered in several clans, the millennia passed and this union remained, evolving into an increasingly leader driven society and ready to take their fight to the stars.

CHAPTER 5– THE XENOM STORY

The Xenom were originally created by the Arka'avi as an experiment to create a new form of intelligent life. Seeing as their experiment was successful, they relocated the then tiny creatures to the gas planet of Xeno where they started to build a civilization of their own.

The Xenon are purple by nature but their color may vary depending on their mood. Known for being extremely relaxed, sometimes too much, they are generally very friendly and trustful and they only see war as a last resort solution. When the Arka'avi disappeared it is said the entire planet of Xeno became black for several days because of the Xenom and their color changing bodies changing to black due to their sad state of spirit.

Always loyal to their creator, they never abandoned the ambition of finding them again one day.

CHAPTER 6– THE KRIFITH STORY

The Krifith live in a collective society lead by the Queen where each individual is born with a specific duty which they will carry until their death.

The only thing known about the Queen's origins is that she was born around two billion years ago, and was the first Krifith ever to exist.

She rejuvenates her body every season and lays around a million eggs every day.

However this caused their home planet of Krifith to become increasingly overcrowded and over exploited as the millenias passed, leading to famine among other serious problems.

When the Arka'avi discovered the planet, they decided not to attack them but instead kidnap the Queen. What happened to her while she was captured is unknown even to herself but surprisingly she was brought back to Krif only a few days afterwards.

The Queen was back but she changed from the passive, calm and even rather lazy ruler she was to a strong and active leader with the mindset of an emperor, leading her people out of the famine and bringing prosperity and order in the planet.

CHAPTER 7– THE RASMUTH STORY

The Rasmuth are a religion-driven civilization hailing from the ice planet of Tor'ka and dream of conquering the entire galaxy to spread their religious beliefs. They follow the Arkaham, the god of the winds, who they claim is their leader and regularly communicates with them through to the wind.

Their first contact with a race other than theirs was the Arka'avi. As soon as they landed on the planet, Arkaham stopped communicating with them for many days and, assuming their new visitors had something to do with it, the Rasmuth plotted to kidnap one of the expedition leaders. The day the plan was due, Arkaham returned and told them not to attack but to hide and flee as far away from them as possible as even himself was so afraid of their power he himself could not speak for several days.

The Rasmuth went into hiding in the ice caverns for over a month, abandoning their homes and cities, before the Arka'avi finally left Tor'ka for good. They never really found out what they were doing in their home planet but those months were completely erased from their History, and known only as a legend called The Month Arkaham Felt Fear.

CHAPTER 8– THE COMMATUS STORY

The Commatus are tall and hairy individuals with only one big but highly sensitive eye whose way of life isn't very different from humans.

They are a mostly benevolent race but it's known to be very hard to earn their trust because of their suspicious nature.

Originally, they were known to be poorly organized and under developed but very strong and agile workers. Because of that their home planet of Fyssia was regularly attacked and increasingly big portions of the population enslaved until one day the last free Commatus was taken by the Arka'avi. Not be enslaved as it was widely thought, but to be inserted in their society.

This Commatus, known as the Free One, was then brought back to his home planet, bought and freed several other Commatus, and with his new group started a war against slavers. His group grew more and more as more of his species were freed until every was single one was free again. The Free One was elected leader and a new society where freedom is acclaimed every day was born.

Their historic accomplishments as a slave race that freed itself by courageously fighting back and destroying their captors made them object to both inspiration and respect to all the other empires in galaxy and made them a very reputable race.

CHAPTER 9 - THE ARKA'AVI STORY

Millions of years ago, even before there was life on earth, the Arka'avi were ruling the galaxy.

They built an apparently undefeatable empire and ruled the universe, having crushed whoever dared to oppose them without mercy.

Their enemies trembled simply by hearing the name "Arka'avi". Across the galaxy there was even the belief that they came from another dimension and were perfect, immortal beings descending from the gods.

They didn't know what defeat was, and their incredible intelligence allowed them to create technologies and weapons that looked as surreal as efficient.

They earned the nickname Lords of the Black Sun, and rightfully so.

However, for reasons unknown, they suddenly vanished from one day to another.

Not a single Arka'avi record past that date was found, and nothing in their scarce records could give the slightest indication of what could have happened.

Many theories were thrown into the table, some people claimed they ascended to a superior plane of existence, others believed they all died because of a failed experiment while others believed they hadn't disappeared at all and that they were still out there, but invisible to the common eye.

3.RACES TRAITS

TERRANS

Humans as we know them. A strange phenomenon made the sun die out slowly, forcing them to find a new home in a galaxy far away. Despite their change to a the newly baptized planet of Terra I, the Terrans kept their identity and way of thinking, but this time united as a single race.

Bonuses: Race likeability +1; Morale +1; High Intelectuality

Weaknesses: Low Reproduction Rate

DRAAKIANS

Originally from the desert planet of Draak I, the Draakian are great traders but also great spies.

However, they have trouble making others trust them because of their deceiving nature and are rather lousy strategists.

Bonuses: Intelligence+2; More Trade Profit; +1 Max Trade route
Weaknesses: Combat morale-1; Diplomacy-1

ATROXIANS

While not the brightest individuals, the Atroxians are known for their lust for war and pride in their military achievements. They also know how to put their physical strength to good use when it comes to the industry

Bonuses: Combat morale+2; High Work Rate
Weaknesses: Low Intelectuality; Less Trade Profit

ARKONOSS

An ancient race, they are known for their psychic powers and they sure how to use them for their advantage. They are a very inteligent and reclusive race who prefer to be kept at peace. Due to their closed nature they are harder to infilitrate.

Bonuses: High Intellectuality, Intelligence+1
Weaknesses: Combat morale-1; Diplomacy-1

KRIFITH

Hailing from the planet of Krif I, the Krifith are a strongly industrious race whose citizens live to serve the queen and obey her almost blindly. However their short life span and low IQ make them poor scientists.

Bonuses: High Work Rate; Very High Reproduction Rate, Happiness +5%
Weaknesses: Low Intelectuality

RASMUTH

The Rasmuth are religious fanatics whose goal is to spread their religion to the entire galaxy. Dying in battle is a gift for them, which makes them a strong military force.

They are also known as rather clumsy traders and though they are very inteligent individuals

Bonuses: Combat morale+1; High Intellectuality
Weaknesses: Race likeability-1; Less Trade Profit

XENOM

The Xenom are known as a generally friendly and trustful race who see war as a last resort solution. Their utopic way of living makes them naturally happy but their relaxed nature also impacts their industry negatively

Bonuses: High Intellectuality; Race likeability+2; Happiness+1
Weaknesses: Combat morale-1; Low Work Rate; Intelligence-1

COMMATUS

The Commatus are a benevolent race but it's very hard to earn their trust because of their suspicious nature. Their historic acomplishments as slaves who freed themselves and fought back their captors make them an inspiration to every other race they met.

Bonuses: High Work Rate; Good Reputation
Weaknesses: Intelligence-2

4. STARTING THE GAME

4.1 INSTALATION

After you have purchased the game and downloaded it from Steam, launch it through your Steam Library of games in the normal fashion.

Lords of the Black Sun requires a specific software package,the Visual C++ 2010 redistributable.

You may already have these packages installed, in which case your game will begin right away.

4.2 MINIMUM REQUIREMENTS

- **OS:** Windows XP SP3, Vista, 7, 8, 8.1
- **Processor:** Dual Core 2.0 Ghz
- **Memory:** 2 GB RAM
- **Graphics:** 256 MB graphics card
- **DirectX:** Version 9.0c
- **Hard Drive:** 1150 MB available space
- **Sound Card:** Integrated

4.3 MINIMUM REQUIREMENTS

- **OS:** Windows XP SP3, Vista, 7, 8, 8.1
- **Processor:** Quad Core 2.0 Ghz
- **Memory:** 4 GB RAM
- **Graphics:** 512MB graphics card
- **DirectX:** Version 9.0c
- **Hard Drive:** 1150 MB available space
- **Sound Card:** Integrated

5. GAME OVERVIEW

5.1 STARTING A NEW GAME

In this screen you can choose between a set of options to better customize your game such as changing the size of the galaxy (which has a impact on the length of the game as well), how far stars are from each other, how many planets there are in each system, and much more.

In this screen you can choose which races you want to play with, and which players are human and which ones are controlled by the AI.

You can also check some background information, as well as the bonuses and weaknesses of each race.

5.2 CONTROLS

As soon as the game starts you'll be faced with your homeplanet and your started scout.

There are various ways to control the camera: You can either drag it by holding the left mouse button, using the WASD keys or by moving the cursor to the edge of the screen.

To select a planet or unit just click it on it with the left mouse button, and use the right mouse button to move your ships around. You can also pan the camera by holding the middle mouse button and zoom it using the mouse wheel.

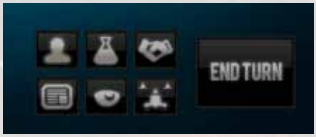
Once you have selected a ship, you can check out this screen to see some information such as the name of the ship, which race it belongs to, how many hitpoints it has, how much damage it can inflict and weapon type, it's armor rating and its current and total movepoints.

If you want to give a specific command, such as move, attack, destroy or auto-explore, to the selected ship you can use the buttons above the panel.

You can create fleets by moving one ships to another one.

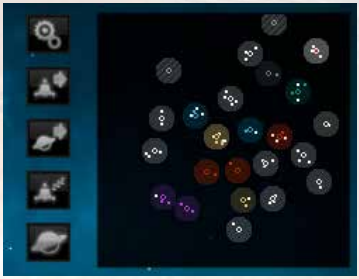
In this panel you can see which ships are part of the fleet, and access more detailed information on each one by holding the right mouse button over its respective icon.

To select a specific ship inside the fleet and move it individually, just click on its icon and move it using the right mouse button.



These small buttons allow you to access different screens quickly, namely (from top to bottom) the Empire screen, the Research screen, the Diplomacy screen, the News screen, the Intelligence screen and the Ship Design screen. To end the turn you can either press ENTER or click the “End Turn” button.

These panels show (from left to right) the game month and year, your current funds and balance and how many Glory Points you have.



In the minimap you can have a overall view of the galaxy, which systems have been explored, which ones are inaccessible, which ones belong to who and the location of all the visible planets and ships.

The buttons at the left of the minimap (from top to bottom) allow you to access the Main Menu, move the camera to your ships, move the camera to your planets, move the camera to your idle ships, and check the Planets and Colonies screen, respectively.

Once you have selected a planet, you can check more information on it such as its population, happiness of the population, industry and research output and finances balance. The panel at the right shows the stationed units in the selected planet. Just like you would in a fleet, you can access more information about the unit by holding the right mouse button on its respective icon and select and move one or more units to move them outside the orbit.

5.3 EMPIRE MENU

In this menu you can take a deeper look at your empire's finances check your generals and ministers, change the taxes, as well as change your domestic policies or deliver a speech.

Setting your taxes to None will mean you won't receive any income from taxes, but your population will trust your goverment more.

Setting your taxes to 'Very Low', 'Low', 'Average', 'High', 'Very"; High' and 'Insane' will mean you'll get 1.5, 3, 4.5,6,7.5 and 9 BC each month for every billion inhabitants in your colonies.

Colony management costs are influenced by how good the planet's living conditions are, but more they can increase if you have free healthcare or run propaganda for instance.

If your funds become negative, therefore meaning your economy starts having debt your reputation will suffer, making other empire think less of you. In this situation it might be a good idea to ask for a loan and raise your taxes in order to regularize the situation as quickly as possible.

5.4 COLONY MANAGEMENT

In the Empire Management screen you are able to check all the details on your colony and among other things, build ships, armies and buildings.

To see more info on each parameter, just hover your mouse and a panel with more detailed information on it.

Building factories and other industry buildings will improve the industry output for the entire empire, which in turn will allow for faster production. The higher your race's Work Rate the more industry production you have. However the more planets you have, the more industry output is needed to supply them all.

Another important aspect to be aware of is over exploitation. More resources the planet has, the more factories you can build without going into over exploitation. To check how close you are to over exploitation, check the resources panel. The more population you have, the more industrial production you will have.

Disregarding your civilians' happiness however is not recommended.

The happier your population and the higher your reproduction rate, the faster it will grow. Good living conditions, namely planets with warm temperatures, medium gravity and very high soil fertility will contribute to the health rate and growth of the population.

However low happiness may cause the planet to have Unrest, drastically decreasing it's research and industrial production, increasing the crime rate and in some cases a rebellion may ensue possibly making you lose control the planet completely to a newly created rebel faction.

To build something just pick it out of the list and click on the build button or just double click.

To delete that element from the build queue just double click on it.

To access a building's info box just click on its icon. There you can also destroy it.

If you have planets with a special traits that may attract tourists such as beautiful landscape and the appropriate technology you can profit from tourism. High crime and low health rates can impact tourism negatively. On the other hand, certain technologies can increase your Tourism bonus.

High crime rates cause the population to be become unhappy, and if things get out of control serious cases of vandalism are to be expected and gangs can take over, further increasing the crime rate Building police stations and changing domestic policies for instance can help diminish the problem.

The health rate is connected to the living conditions of the population and will impact its happiness and growth rate significantly but building Health centers or researching health related technologies for example can make a huge difference. Otherwise there's a chance that a deadly epidemic may strike the population.

5.5 PLANET INFO

Your homeplanet (has a 'crown' icon on the top of its name) has a special value for your empire, if you lose it your population will be very unhappy about it.

If a planet goes into unrest it will lose half of its industry output and may be taken away by rebels.

There are a number of important stats to take into account: Population, Size, Resources, Living Conditions and Planet type.

The population has a direct influence in the industrial output of the planet. The bigger the planet the more buildings you can build and the more population it can hold.

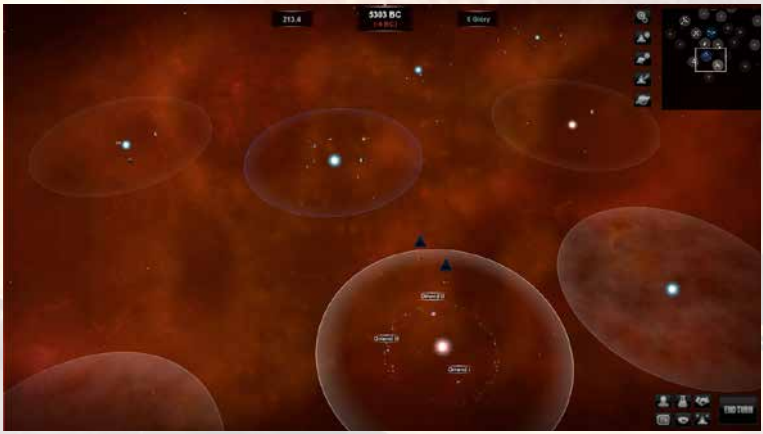
The better the living conditions are, the happier the population is and therefore the faster it will grow.

You can only colonize planets if they have good living conditions though with certain technologies that limit can be lifted.

The stationed units panel to the right shows the ships and armies stationed in your colony. To send them to space just select its icon and right click where you want to move it.

Be careful to leave at least one unit stationed to make sure the colony is defended (blue shield icon) and therefore can't be invaded without a fight.

5.6 EXPLORING



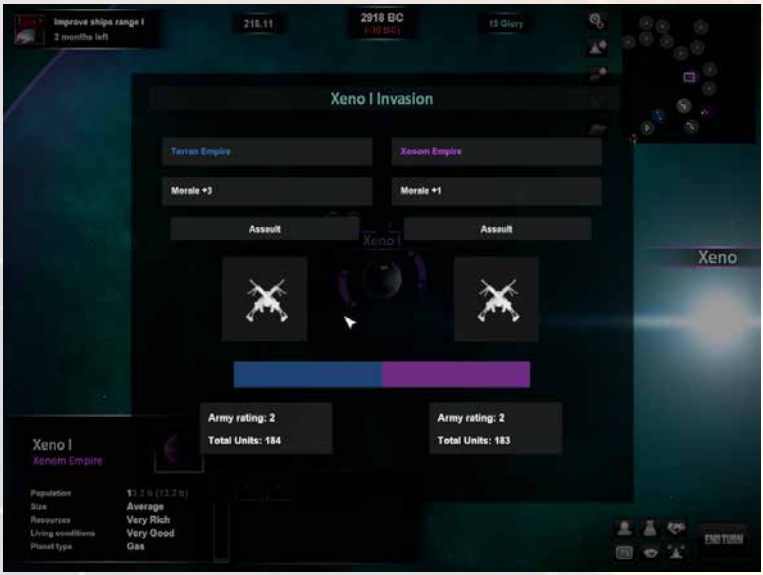
Unexplored systems will look cloudy inside its borders and you won't be able to see what they hold until you move a ship there.

Some systems are inaccessible (marked by diagonal lines within the borders) because they are out of range of your planets.

Each system you have a planet in serves as a refueling point, thus allowing you to travel to other systems that are up to 100 AU near.

The only way to be able to move a ship there is to research certain technologies that improve that limit or colonize more planets nearby.

5.7 INVASION AND ARMIES



To invade planets you need to build one or more ships with an Army module, such as your already existing Army Ship. This module makes it possible to transport an army inside so you can move them in space.

To invade a planet, simply move one of these ships to the target planet just like you would with a normal ship.

Your empire has a army rating which is an indicator of how good your armies are. The better your army is, the better your chances.

Choosing the adequate tactic for an invasion can change whether you'll be successful or not, and some may increase the chances of civilian casualities or destroying buildings.

Once you have successfully invaded a planet you can chose to raze the entire population and buildings, simply leave it as it is or occupy it keeping everything, including the population, which will take some time to fully abide to your rule, making it unhappy and possibly revolt against your empire.

5.8 TRADING

Now that you can build freighters you can start trading with other empires or pirate clans, provided they don't have an embargo on you.

To set a trading route just move the ship over the planet you want to trade with and once it arrives at the orbit a new trade route will be created.

The more resources the planet holds, the more profitable the trade route will be.

Both you and the other empire profit from the trade route, so you can use it strategically to make an empire value their relationship with you more for instance.

5.9 SHIPS

Ships can be used to attack and defend colonies, as well as explore the galaxy.

To move a unit, just click with the right mouse button wherever you want to it to go. You can only move within a solar system, marked by the borders around the sun.

To station a ship in one of your colonies, just move it to the respective colony.

Each unit can move a certain amount of AU (Astronomical Units) each turn, with ships with a light hull having a bonus of +5 Movepoints.

5.10 INTELLIGENCE

In the Intelligence screen you can recruit new spies, assign them a mission or disband them. After you hired a new agent, you'll notice he has a set of stats.

His Evasion trait influences how easily he can escape in case he is captured; his Toughness trait will dictate how hard it is for his captors to make him confess who he works for; his intel trait shows how good he is at intelligence gathering missions and his Sabotage trait as how good he is at sabotage missions.

By default he will be assigned to do Counter intelligence, which means he is working to prevent enemy spies from entering our empire, but you can assign him any other operation by clicking the Assign Mission button.

5.11 RESEARCH

Research is one of the most important aspects of your empire. First you must choose the technology you wish to research, and then wait for your scientists to finish it.

To speed your researches, build more research labs and similar research production buildings. Your race's Intelligence also has a significant impact in the total research output of your planets.

Research is divided between Military, Economical and Scientific research. Military technologies usually revolve around new ship parts and other improvements geared to warfare like ground combat and espionage.

Economic research focuses mostly on industry, trade and diplomacy while Scientific research focuses on the well being of your citizens and their happiness.

5.12 DIPLOMACY

In the Diplomacy screen you can check out all the other empires you've encountered so far and speak with them.

Each one has a certain opinion on you which is influenced be several factors as well as some actions you may have taken.

One of those factors is your Reputation.

You lose Reputation by declaring war on an empire without having a Casus Belli against them, not honoring an alliance or having one of your spies caught on friendly territory and confessing your involvement, for instance.

You can also gain a good Reputation by destroying a pirate clan or honoring an alliance.

The other empires also judge you by the similarity of your government types. For instance, if you are under a democracy, a utopic or federal government will generally like you more than a dictatorship or a dystopic government. Finally, they will respect you more the better your Industry Technology and Military ratings are.

5.13 MINOR RACES

Minor races are native civilizations that may or may not be technologically advanced, though they never possess space travel technology. Their planets are often full of valuable resources making trading with them a very good option.

The more they trust your empire, the more profitable trade routes will become.

Understandably, they will probably be scared or suspicious of you at first but as you trade more and during more time with them and as you give them gifts and offer to improve their technology for example they will trust your empire more and more.

Improving their defences may be a good option as well if you don't want others to invade them.

Invading their planet yourself is another valid option and at no cost to your reputation though you may lose a valuable income source if things go awry or trading with major empires is not worth it.

5.14 PIRATES

The Eori Clan has a message
Pleased to make your acquaintance Terran, we have a proposal for you. We can protect you from the dangers of the galaxy for 800 BC. Declining may not be wise.
We agree to your proposal.
Is that a threat ? Die bug somewhere else.
Terra I

There are some pirate clans scattered around the galaxy, all of them wanting to make a profit.

Maintaining a good relationship with them can be helpful as they can lend big sums of money, with their interest rate changing depending on how much they like your empire, or conduct raids against any friend or foe, at a price.

However if they dislike you or you refuse to pay their ‘protection fee’ they will target your colonies with the intent of causing as much damage as possible so deal with them with care.

5.15 SPACE DEBRIS

Space debris can be found anywhere in the galaxy, sometimes containing valuables.

To investigate them just send a ship over.

5.16 DESIGNING YOUR OWN SHIPS

Here you can browse through your existing ship designs and mark them as obsolete, or create new ones. Obsolete designs won't show up in your planets building list and you can mark them as non-obsolete and be able to use them again any time.

You are able to build 4 types of ships, light, medium, heavy and capital ships.

Light ships have 5 bonus movepoints and are better suited for exploration and recon. Medium ships are ideal light fighters, while heavy ships can be used as frontline fighters, being able to sustain a lot of damage.

In this menu you can choose the components you want to add to your ship design. Each component has a weight and a cost each ship type has a weight limit, and each new component you add will add up to the ship's total cost. You have the option not to add any weapon, armor or module but any ship you design will need an engine.

In combat, the total damage inflicted is reduced by the target's base.

Armor so it's a good idea to make sure the units you usually keep in the frontline have some sort of armor equipped.

There are two types of weapon: beam and missile.

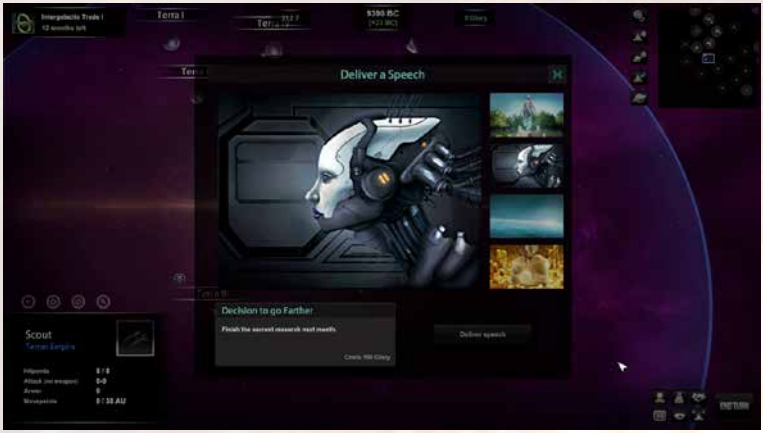
Beam weapons have a shorter range but bigger weapon arc, while missile weapons have a longer range but smaller weapon arc and can't attack when the target is too close.

5.17 GENERALS

Generals are unique units that can level up and become increasingly powerful, as well as give a morale bonus whenever in combat, depending on their charisma.

Generals gather experience by destroying enemy ships in combat and once they have a certain amount they can increase one of their attributes.

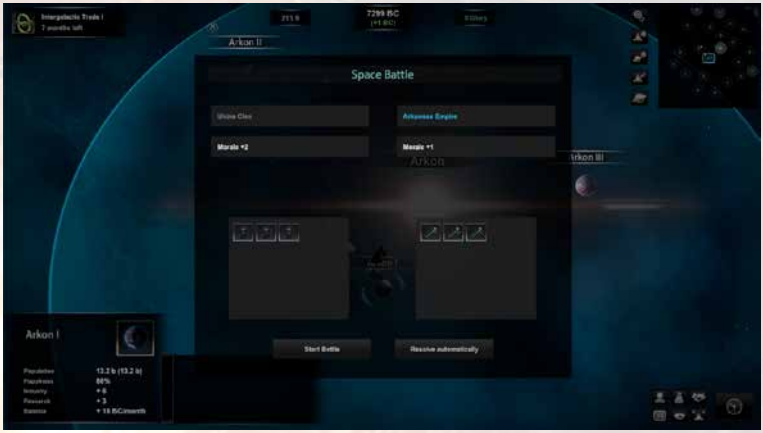
5.18 DELIVERING A SPEECH



Delivering a speech can turn the tide in a game, but for that you need a significant amount of Glory points.

These are earned by finishing the research on a technology, winning battles, conquering a planet or finding ancient artifacts

5.19 MORALE



Morale plays a significant role in a battle, be it a ground or space battle.

In a ground battle, the difference between the Morale of both sides has a big impact on the respective army's chances of winning while in a space battle it will affect the chance to hit ratio.

Morale is influenced by a few factors: the Defence of the planet (the Defence rating is added to the Morale) if fighting on orbit or in a ground battle, the empire-wide happiness of the population (+1 if above 55% and +2 if above 75%) and the Charisma rating of a general if present in the battle.

Certain technologies, race traits and having a Defence Minister can also provide significant bonuses.

6. CREDITS

ARKAVI STUDIOS

PRODUCER
Mike Domingues

LEAD DESIGNER
Mike Domingues

PROGRAMMING
Mike Domingues

2D ART
André Simões
David Oliveira
Gonçalo Antunes
Jorge Oliveira
Pedro André

3D ART
Edgar Ferreira
Jorge Oliveira
Pedro André

MUSIC AND SOUND DESIGN
João Mexia

ICEBERG INTERACTIVE

CEO
Erik Schreuder

SALES DIRECTOR
Howard Newmark

BUSINESS DEVELOPMENT DIRECTOR
Raymond Snippe

GENERAL MANAGER GERMANY AUSTRIA SWITZERLAND
Andy Litke

PRODUCT MANAGER
Tamara Robeer

PR MANAGER
Mayke Griffioen

PR ASSISTANT
Rutger Siebbeles
Tim van Heemst

COMMUNITY MANAGER
Niels Kooijman

COMMUNICATION ASSISTANT
William (Willy) Karimbeik

ART DIRECTOR
Michael van Zijl

ASSISTANT PRINTED MATERIALS
Mariska 'Burri' Visser

7. TECHNICAL SUPPORT

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our website at *http://www.iceberg-games.com* to download the latest patches or updates,

if the solution to the problem is not listed on the official game website or it's forums, please email us at: *support@iceberg-games.com*

When contacting us, please be sure to include:
- The exact title of the game
- A brief description of the problem. (e.g. my game crashed after reaching level x or picking up object Y)
- The hardware configuration of your computer.

Note: in order to give any support we require a Direct X Diagnostic-report for this purpose. We can't guarantee a reply if the DXDIAG file is missing.

To generate a DXDIAG file. Please follow these steps:
From de desktop click on Start > Run, (search on Windows 7) type "DXDIAG: and press OK).
Start and wait for the program to finish and click "save all info" to copy all hardware info to a .txt file.
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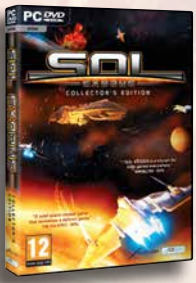

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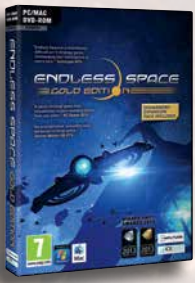

Strategy

Strategy

Strategy

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